

AMENDMENTS TO THE CLAIMS

Please **CANCEL** claim 2 without prejudice or disclaimer.

Please **AMEND** claims 1, 3, 8, 12, and 13 as shown below.

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) A method operable in a local device for determining clock skew in a packet-based session between said local device and a remote device with a non-deterministic packet delay, said method comprising the steps of:
receiving a sequence of control packets from the remote device transmitting media packets in a session; each control packet including a remote real time-stamp; and a remote media card clock time-stamp corresponding to the remote real time-stamp; and
comparing a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time rate;
transmitting a sequence of control packets from said local device transmitting media packets in said session, each control packet including a local real time-stamp and a local media card clock time-stamp corresponding to the local real time-stamp; and
comparing a third real-time stamp and a first local media card clock time-stamp from a first transmitted control packet with fourth real-time stamp and a second local media card clock time-stamp from a second transmitted control packet to determine from said two transmitted

control packets, a second relative rate of a local media card clock to the local real-time rate.

2. (Canceled)
3. (Currently Amended) A method according to claim [[2]] 1 comprising the step of: synchronizing said local real time rate with said remote real time-rate.
4. (Previously Presented) A method according to claim 3 wherein said devices communicate across an Internet Protocol (IP) network.
5. (Original) A method according to claim 4 wherein said network is one of a LAN (Local Area Network) a WAN (Wide Area Network) or the Internet.
6. (Original) A method according to claim 4 wherein said synchronisation employs the Network Time Protocol.
7. (Original) A method according to claim 1 wherein said media packets are Realtime Transport Protocol (RTP) packets and wherein said control packets are RTP Control Protocol (RTCP) Sender Report (SR) packets.

8. (Currently Amended) A method according to claim [[2]] 1 further comprising the step of:

adjusting the contents of a buffer storing said media packets received from a transmitting device according to said first and second relative rates.

9. (Previously Presented) A method according to claim 3 further comprising the step of:

determining from a difference in time between local real time when a control packet is received and the remote real time-stamp of said control packet, a first approximation of one-way media packet delay; and

determining from said first relative rate and said first approximation a skew-corrected one-way media packet delay between devices in said session.

10. (Previously Presented) A method according to claim 9 further comprising the step of:

adjusting a playout strategy of said session according to said skew-corrected one-way media packet delay.

11. (Original) A method according to claim 1 wherein said real time-stamp is a system clock time.

12. (Currently Amended) A device arranged to determine clock skew in a packet-based session with a non-deterministic packet delay between said device and a remote device, said device being arranged to:

receive a sequence of control packets from the remote device transmitting media packets in a session[;], each control packet including a remote real time-stamp[;], and a remote media card clock time-stamp corresponding to the remote real time-stamp; and

compare a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time rate;

transmit a sequence of control packets from said local device transmitting media packets in said session, each control packet including a local real time-stamp and a local media card clock time-stamp corresponding to the local real time-stamp; and

compare a third real-time stamp and a first local media card clock time-stamp from a first transmitted control packet with fourth real-time stamp and a second local media card clock time-stamp from a second transmitted control packet to determine from said two transmitted control packets, a second relative rate of a local media card clock to the local real-time rate.

13. (Currently Amended) A computer program product comprising computer program code stored on a storage medium which when executed in a local device is arranged to determine clock skew in a packet-based session with a non-deterministic packet delay between said local

device and a remote device, said method comprising the steps of :

receiving a sequence of control packets from the remote device transmitting media packets in a session[[]], each control packet including a remote real time-stamp[[]], and a remote media card clock time-stamp corresponding to the remote real time-stamp; and comparing a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time rate;

transmitting a sequence of control packets from said local device transmitting media packets in said session, each control packet including a local real time-stamp and a local media card clock time-stamp corresponding to the local real time-stamp; and

comparing a third real-time stamp and a first local media card clock time-stamp from a first transmitted control packet with fourth real-time stamp and a second local media card clock time-stamp from a second transmitted control packet to determine from said two transmitted control packets, a second relative rate of a local media card clock to the local real-time rate.